

**AMENDMENTS TO THE ABSTRACT:**

Please amend the Abstract as follows:

When a plurality of users simultaneously play the same game with their interconnected game machines being interconnected to one another, a processing delays in the processing of one of the game machines would conventionally cause inconsistencies in game content between different game machines. In order to To solve this problem, each the game machines operates are not in synchronizations synchronized with one another, but so as to simultaneously each game machine outputs operation key status data representing the state of a set of number of operation controls to the other game machines in accordance with predetermined data communication timing. A received FIFO data buffer in each game machine, which is a FIFO buffer (first in first-out buffer), sequentially stores a plurality of operation key status data received from the respective other game machines. Among the received data stored in the received data buffer, Only valid operation control status data is transferred to an operation data buffer in accordance with a predetermined transfer process, so as to be used for use in game processing. Thus, i In inconsistencies in game content between different game machines are prevented through software-based synchronization which does not require hardware-based synchronization.